

HALF 'N' HALF is edited and published by David R. Lindsay/ 2245 Fairmont Parkway/ Erie, Pa. 16510. Price is 10¢ per issue for all issues after this, and 20¢ for the rules (should anyone find an interest in them). HALF 'N' HALF will trade all-for-all with other similiar magazines (i.e. other Dippy 'zines and not for the Ohio Birdwathchers Journal). The frequency of this magazine will be bi-weekly. At present there is room for another Dippy game, and the Editor would like to run a game of Parlement. Price for both is free at present, though the right is reserved to charge a fee with-out notice.

HALF 'N' HALF "PRIME"

The Players

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The Deadline: Spring, 1901 moves are due

March 10, 1969

H O U S E R U L E S

Yes, Friends, direct from the club "Whoopee!" in Uptown Wesleyville come HALF 'N' HALF's House Rules. Any resemblance of these rules to other house rules may or may not be coincidental, and the Editor wishes to thank all the magazines for not copyrighting their contents.

I: Rule interpretations and clarifications

1. Victory is achieved when any player gets 50% of the pieces on the board. This can range from 2 to 17. See p. 1 of the Rules.

The game can also end in a Draw π or a π stalemate. A draw occurs when 2 or more players agree to end the game and the other players agree or they cannot show they can worsen the position of the players requesting a draw. A stalemate occurs when the Gamesmaster feels the game has degenerated into an unbreakable deadlock.

In the latter two cases, the Gamesmaster will announce the final ~~xxxxxx~~ positions and ratings.

2. An order to move may not be voided by any means. Rules, p. 4: "A unit ordered to move, even if unsuccessful, still may...stand off a single unit, even though its own position is attacked with support and it is consequently dislodged."

3. Support can be cut only by an attack that forces the unit giving support to "turn and face its attacker."

4. One country may support the other with or without the permission of the other.

5. The cutting of the cutting of support is illegal.

6. An army and fleet may not change position without the army being convoyed by a separate fleet.

7. In HALF 'N' HALF, spring retreats will take place simultaneously with the fall move. Moves may and should be made conditional upon the exact direction of the retreat(s). Fall retreats will take place in the winter move.

8. Removals that must be made and for which there are no orders will be made on the following basis: a. Farthest from the unit's capital; b. Non-supply center before supply center; c. Fleet before army; d. North before South; e. East before West.

9. The route a convoyed army is to follow must be stated explicitly; an ambiguous route will result in the army standing fast.

10. The costal crawl is legal for moves, attacks, and retreats.

11. The HALF 'N' HALF year will consist of spring, Fall, and Winter. Spring and Fall are as normal; winter is for builds and fall retreats.

12. Replacements will be assigned if a player misses 2 consecutive seasons. However, should no replacement be forthcoming, the Gamesmaster will announce the permanent collapse of government.

13. Rulings made by the Gamesmaster are final and set a precedent if not covered elsewhere in the rules. If any ruling by the Gamesmaster can be shown to be illegal or self-contradicting it will be changed.

II: Rules for postal play

1. Moves are due 10:00 p.m. E.D.T. (or E.D.T.O) on the date given.

2. Moves will be accepted by all means. Players should note the following specifications: A. All moves must include game year, season, game designation, player's name and country. B. Letters or

postcards must be signed. C. Telephoned or telegraphed moves must contain the player's HALF 'N' HALF number. If two or more players live in the same city or area, it is advised that they include their number also.

3. Moves may be changed prior to the dateline.

4. Attempts to deceive the Gamesmaster will not go unpunished.

5. Spaces will be abbreviated by their first three letters except in these cases: Stp-St. Petersburg; Nth-North Sea; Nat-North Atlantic; NWg-Norwegian Sea; Nwy-Norway; Naf-North Africa; Bot-Gulf of Bothnia; Lyo- Gulf of Lyons; Lvn-Livonia; Lpl-Liverpool.

6. If the player(s) desire, the Gamesmaster will call collect any player whose move has not arrived after the deadline, to get the move.

7. The Gamesmaster reserves the right to edit all material submitted to him except the moves themselves and assorted information.

Players should note that HALF 'N' HALF's rules ~~ix~~ boil down to essentially two main interpretations: A unit's move may not be voided; and Support can be cut only by forcing the supporting unit to "turn and face its attacker," and is not cut by dislodgement of the supporting unit. The Editor mentions this so as to give the player~~x~~ (and any other readers) the essence of the rules.

It is the custom of almost all Dippy 'zines to present material of humorous content to their readers. Despite frantic efforts by the Editor, restraint has proved unable to control desire. Herewith is presented material of supposed humorous value, and readers may laugh as they see fit.

WISPERED SECRETS: Is it true that Rod Walker's AF unit ~~ix~~ is equipped with Spads?...Is it true that John Boardman still believes in ether as the medium of light propagation?...Is it true that Ralston, Canada's total population consists of 3 moose, two wolves, 18 stupid ground hogs, and John McCallum?...Is it true that California recently broke off from the rest of the US and has sunk?...Is it true that Mayor Sam Yorty is in charge of West Coast Diplomacy?...Is it true that Conrad Von Metzke? IS YORTY?

NOTABLE BOOKS: By the Time I Get to Boston I'll Be Belching, by John Goodwell. The story of one man's attempt to travel from "L.A. to Back Bay" (to use the author's words) by car while eating nothing but Red Barn and McDonald's food. You can send the \$4.50 to Mr. Goodwell care of Boston General Hospital, where he is now awaiting a stomach transplant. A word of sympathy would be nice, too.

I would like to thank John McCallum, Rod Walker, and John Boardman for getting me started in Diplomacy. Also, all those who sent me advice along the way. And as a final note, I hope no one is offended by "Wispered Secrets." Strange as it may seem, the Editor wishes no one ill.

*WISPERED SECRETS IS A FINE THING, BUT SOME-
TIMES IT IS BETTER TO CARRY A RELOADED*

*—A COFFIN FOR
LIMITED,
ERIC A. WALKER*